We claim:

1. In a computer system, a method comprising the steps of:

modifying a first version of a representation of information by an application program running in the computer system to create a plurality of additional versions; and

storing the difference between the first version and each of the plurality of additional versions as a plurality of difference vectors as each version is created, wherein each of the difference vectors comprises a plurality of parameters used to display a distinct representation of information by the application program, each difference vector being context independent of any other difference vector, wherein each of the plurality of difference vectors may be accessed independently of the other difference vectors, such that additional versions corresponding to difference vectors so accessed may be obtained and interacted with in a live operating environment substantially similar to an environment in which said plurality of additional versions were created.

2. The method defined in claim 1 wherein each of the plurality of difference vectors includes a first portion indicative of the differences between the additional version and the first version and a second portion indicative of the manner in which said additional version may be returned to the first version.

3. The method defined in claim 1 further comprising the step of accessing one of the plurality of additional versions by its vector independently of the vectors of any other additional versions.

4. The method defined in claim 1 further comprising the steps of:

accessing at least one of the additional versions by its vector;

placing said at least one of the additional versions into a temporal sequence, wherein the temporal sequence of versions corresponding to the accessed vectors may be played back.

5. A method of producing a communication based on a computer model using a computer system, said method comprising the steps of:

modifying a first version of a representation of information by an application program running in the computer system to create a plurality of additional versions of the computer model;

storing the difference between the first version and each of the plurality of additional versions as a plurality of difference vectors as each version is created, wherein each of the difference vectors comprises a plurality of parameters used to display a distinct representation of information by the application program, each difference vector being context independent of any other difference vector, such that each of the plurality of difference vectors may be accessed independently of the other difference vectors;

accessing at least one of the additional versions by its vector independently of the vectors of any other additional versions; and

placing said at least one of the additional versions into a temporal sequence to create the communication, wherein playback of the temporal sequence of versions corresponding to the accessed vectors results in presentation of and interactions with said at least one of the additional versions in a live operating environment substantially similar to an environment in which said at least one of the additional versions were created.

6. The method defined in claim 1 wherein each of the plurality of difference vectors includes a first portion indicative of the differences between the additional version and the first version and a second portion indicative of the manner in which said additional version may be returned to the first version.

7. A method for providing communication using a computer system comprising the steps of:

modifying a first version of a representation of information by an application program running in the computer system to create a plurality of additional versions;

storing the difference between the first version and each of the plurality of additional versions as a plurality of difference vectors as each version is created, wherein each of the difference vectors comprises a plurality of parameters used to display a distinct representation of information by the application program, each difference vector being context independent of any other difference vector, such that each of the plurality of difference vectors may be accessed independently of the other difference vectors; and

ordering said at least one of the additional versions into a temporal sequence, wherein playback of the temporal sequence of versions corresponding to the accessed vectors results in presentation of and interactions with said at least one of the additional versions in a live operating environment substantially similar to an environment in which said at least one of the additional versions were created.

8. The method defined in claim 7 further comprising the step of annotating the temporal sequence.

9. The method defined in claim 8 wherein the temporal sequence is annotated using an audio annotation.

10. The method defined in claim 8 wherein the temporal sequence is annotated using a video annotation.

11. The method defined in claim 8 wherein the temporal sequence is annotated using a text annotation.

12. A method of providing communication in a computer system comprising the steps of:

modifying a first version of a representation of information by an application program running in the computer system to create a plurality of additional versions;

storing the difference between the first version and each of the plurality of additional versions as a plurality of difference vectors as each version is created, wherein each of the difference vectors comprises a plurality of parameters used to display a distinct representation of information by the application program, each difference vector being context independent of any other difference vectors, such that each of the plurality of difference vectors may be accessed independently of the other difference vectors;

ordering said at least one of the additional versions into a temporal sequence to produce a communication; and

replaying the temporal sequence to view the communication, such that said at least one of the additional versions is presented for interaction in a live environment substantially similar to an environment in which said at least one of the additional versions were created.

13. The method defined in claim 12 further comprising the step of interacting with the temporal sequence in the live environment.

14. The method defined in claim 13 wherein the temporal sequence may be interacted with in the live environment while the temporal sequence is being replayed.

15. The method defined in claim 12 wherein the step of ordering comprises the steps of: